

About

Name

Description

Fate
points

Goals

Personal Goal

Party Goal

Write goals in a way so they are reachable within about one session.

Attributes

(Physical)

Strong

Agile

Healthy

Accurate

Fit

(Mental)

Empathic

Resolute

Insightful

Aware

Clever

Aspects

Class

Personality

Belief

Approach

Skills

Skill

Attribute

Skill efficiency is determined by the Attribute a skill is linked to.

Items

Name

Head

Neck

Right Hand

Left Hand

Torso

Backpack

Belt

Belt pouch

Feet

Wises

About

Wises are always linked to the Insightful Attribute

Relations

Name

Resources

Name

Inflictions

(Mental)

Dazed (disadvantage)

Confused (Efficiency penalty)

Shock (subtract one success)

(Physical)

Hungry & Thirsty (disadvantage)

Exhausted (Efficiency penalty)

Wounded (subtract one success)